Project Rubric

2024-09-19

# Project 2 Rubric

Below are the rubrics used to grade each phase of Project 2. It is advised to use these rubrics as a way to check your work, along with the solution for the corresponding phase.

## Phase 1

| Criteria | Points |
| --- | --- |
| **In**correct filename (lname\_fname.zip, not lname\_fname.zip.zip for instance) | -0.5pt |
| **In**correct file (archive zipped, not just the .cs file) | -0.5pt (if the student did not share their .cs code at all, then your grading ends here) |
| Name and date in a delimited comment **not** at the very beginning of their code | -0.5pt (If they forgot the date, their name, if the comment is in-line, that is // and not /\* ... \*/, or if it is not the very first thing in the file, they get -0.5pt) |
| If the program does not compile | Stop here. No points. |
| Correctly declared the attributes | +1pt (-0.5pt per incorrect name and datatype) |
| Correctly implemeted the getters | +1pt |
| Correctly implemented the setters | +1pt |
| Correctly implemented LevelUp | +1pt (-0.5pt per error in method) |
| Correctly implemented TakeDamage | +1pt |
| Correctly implemented a ToString | +1pt (Grade generously on this section) |
| Correctly implemetented the empty and populated Constructors | +1pt (0.5pt per method) |
| **Total (with Bonus)** | **7** |

### Additional Info

* For every attribute with an improper name or datatype, take 0.5pt off the 1pt (that is, 2 mistakes result in a 0)
* If the getter or setters are correct w.r.t. the name / datatype of the attribute as implemented by the student, please do not take points off.

## Phase 2

| Criteria | Points |
| --- | --- |
| **In**correct filename (lname\_fname.zip, not lname\_fname.zip.zip for instance) | -0.5pt |
| **In**correct file (archive zipped, not just the .cs file) | -0.5pt (if the student did not share their .cs code at all, then your grading ends here) |
| Name and date in a delimited comment **not** at the very beginning of their code | -0.5pt (If they forgot the date, their name, if the comment is in-line, that is // and not /\* ... \*/, or if it is not the very first thing in the file, they get -0.5pt) |
| If the program does not compile | Stop here. No points. |
| Constructors implemented w/ default values | +1pt (0.5pt if everything is correct except default values, otherwise -0.5pt per mistake) |
| Correctly implemeted AddExp/Heal | +1pt |
| Correctly retrieved name value | +0.5pt |
| Correctly retrieved attack value | +0.5pt |
| Correctly retrieved defense value | +0.5pt |
| Inputs are correctly validated upon entry | +1.5pts (-0.5pt per mistake) |
| Created Fighter object with values | +1pt |
| Correctly implemetented constructor w/ random attack/defense | +1pt (0pts if random is not used; no deductions if only name, attack, and defense are assigned) |
| **Total (with Bonus)** | **7** |

## Phase 3

| Criteria | Points |
| --- | --- |
| **In**correct filename (lname\_fname.zip, not lname\_fname.zip.zip for instance) | -0.5pt |
| **In**correct file (archive zipped, not just the .cs file) | -0.5pt (if the student did not share their .cs code at all, then your grading ends here) |
| Name and date in a delimited comment **not** at the very beginning of their code | -0.5pt (If they forgot the date, their name, if the comment is in-line, that is // and not /\* ... \*/, or if it is not the very first thing in the file, they get -0.5pt) |
| **If the program has major compile errors** | Stop here. No points. |
| **If the program has minor compile errors** | Fix errors and continue (or ask Instructor to review) |
| Random constructor implemented | +1pt |
| Creates random opponent | +0.5pt (No points if random constructor isn’t used) |
| Retrieves validated attack from user | +0.5pt (No points if any mistakes) |
| Randomly generates opponent attack | +0.5pt (No points if any mistakes) |
| Correctly defines attack structure | +2pts (+0.5pt per correct condition) |
| Heals/Adds Exp when opponent is defeated | +1pt (+0.5pt per) |
| Exits loop and displays rounds beaten when player is defeated | +0.5pt |
| Modified ToString | +1pt |
| Added heavy attack move w/ proper attack structure additions | +2pts |
| **Total (with Bonus)** | **9** (Max Points is 8, even if all bonus points are completed) |